

Tom Hanks in Apollo 13!

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August 1995

Adventures

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this:



The **big** bosses were out of the office traveling this month. So the rest of us decided to have some

major **fun!** You know—when the cat's away, **D.A.** will play. So we scurried off and caught a flight to

Hollywood. There, we sneaked onto the set of **Apollo**

13 and met **Tom**

Hanks! We had a blast, but boy did it make us *hungry*.

Hello

So we called up the **White Ranger**, who said, "Let's do lunch." No problem! Afterward, he taught us some **mighty morphin kicks**. Good thing, since we next came face-to-face with **Ivan Ooze**, the nasty new villain in the **Power**

Rangers movie. Then, like the real **Apollo 13** astronauts, we *had* to get back. Wild trip, huh?

You'll love reading all about it in this issue.

We just hope the bosses do, too! Oops, here they come.



Adventure

On!

-D.A. Staff

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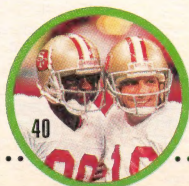
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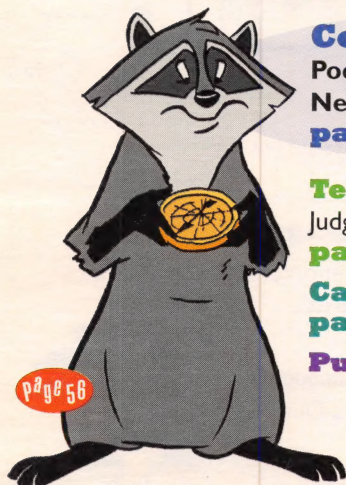




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«Thanks!»

Your letters, photos
and comments.

We asked you about
your **best**
Summer

Vacations—

and exciting doesn't come
close to describing them!

We hope your
excursions this summer
are as **cool**

as the vacations
you wrote to

D.A. about.



Bahama Mama!

In 1993, I went to the Bahamas. It was so chillin'. I played basketball and tennis, and snorkeled. I got a pretty chime, which is now hanging in my room. I got my hair done in braids. That was the best trip I've ever taken.

KARINA CIEKURZIS, 12, MUKWONAGO, WI

Kid Art!

Your **most** excellent
drawings—by Amanda Torrez, 14, of
Rosewell, NM (right), and Erica
Vargo, 9, of Mogadore, OH (left).





City Slickers

I went with my mom, dad and brother to a dude ranch in Montana called Hawley Mountain Guest Ranch. The horses were a real treat. We each got a horse to ride for the whole stay.

I got a horse named

Sundew that was really nice. My brother got a horse with my name—Abbie! Abbie was kind of lazy; you had to keep her moving by whacking her with a stick. We went on some trails where if the horses took one wrong step, they would fall off a cliff!

ABBIE FEINBERG, 10, CHAPPAQUA, NY

Up, Up and Away

My best summer vacation was when I went to California. I had a great time. My parents took me to Napa Valley, and we went on a hot-air-balloon ride. It was totally neat! We left from a parking lot and landed in a vineyard—it was awesome! The balloon got up to 2,000 feet. We also went to Alcatraz.

ANN DIEGELMAN, 12, ELLICOTT CITY, MD

It's Eric inna tube! ERIC MORELOS, 13, from CHULA VISTA, CALIFORNIA, hangs out after splashing down a water slide.

Pics



Write to us! Send us your letters, photos or drawings, along with your age and phone number, to Zip Code, DISNEY ADVENTURES, P.O. Box 861, New York, NY 10113-0861. You can E-Mail your letter to DAZip@AOL.COM. All materials sent become the property of DISNEY ADVENTURES. They may be reprinted without compensation or acknowledgment and cannot be returned.

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doing in there?**

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slang

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:) Smile. "Can you believe we're going rafting in only five days? :)"

:(Frown. "I'm really going to miss you when you move. :("

:p Sticking out your tongue can show you're a little silly: "I'm going to go crazy if it rains one more day. :p" **Or haughty:** "Guess what I got—a whole new video system. :p"

0:) You can be an angel.

}:) Or a devil.

:& Or you can be tongue-tied, and then you don't have to say anything at all!

D.A.'s senior designer, Amy Mullins, ventured back to her old junior high, the Ellis School in Pittsburgh, Pennsylvania, and clued



in to what's hot and what's not, 15 years later. (The kids described some really funky school-lunch items, including neon-green gravy and jello with things in it! Yecch. Amy, do you remember eating any of this stuff?)

hot not

slang

"retro"

"groovy"

movies/
tv

The Brady Bunch Movie,
"My So-Called Life"

Ace Ventura:
Pet Detective,
"Full House"

sports

swimming,
soccer, hockey

golf,
baseball

food

hot dogs

TV dinners, liver

OSCAR'S YOUNGEST REPORTER

What does it take to get to the Oscars? Asking the right question at an Academy Awards press conference for high school students.

Romina Atayan, 17, from Encino,



California, asked if the Academy would consider having a student write-off—the winner would attend the Academy Awards as a member of the working press—and she ended up with a press pass!

Romina, co-editor-in-chief of her school newspaper, attended the conference with her journalism teacher. Romina had a front-row seat in the press tent and wrote an article for *USA Today*. She is the first high school student to cover the Academy Awards.



D.A.: How did you react to your invitation?

R.A.: I didn't understand. My friend said, "You're invited to the Oscars." And I said, "No, I'm not." I was really lost.

D.A.: Were the Oscars what you expected?

R.A.: I had this vision that the reporters would be crowding the winners, yelling questions and pushing everybody. But they were calm, and it was well organized. We had to hold numbers, and the committee people brought us a microphone so we could ask questions.

D.A.: Did you get to ask a question?

R.A.: I asked Tom Hanks if he thought he'd win another Oscar. He asked me if I was implying that he'd win another one next year. And I said, "Why not?" He said that he probably wouldn't.

—Michelle Ernst

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ticket

Litefoot is the little big man.

**Your ◀...
Guide to
TV, Movies,
Music and
More**



When we set foot on the soundstage where *The Indian in the Cupboard* was being filmed, we screamed,

"Honey, we've been shrunk!" A huge chest of drawers, gigantic cabinet and mondo-big sneakers surrounded us. We felt really, really tiny 'cause everything around us was 24 times bigger than normal.

The Indian in the Cupboard tells the story of 9-year-old Omri, who places a plastic Indian in an old wooden cupboard and finds that the next

morning—presto!—the Indian is alive! Based on the popular book by Lynne Reid Banks, the film has humongous props, incredible special effects and, yes, a 3-inch-high Indian named Little Bear—played by 6-foot-tall **Litefoot**, the first American Indian rap artist.

On Getting Song Ideas:

"I'm inspired by my ancestors who stood up for Native Americans, like Geronimo, Crazy Horse and Sitting Bull."

Shoot for the Top: "I'd definitely do another movie. I had a great time.

I learned a lot of things I can use in my music and concerts. I told the kids in my concerts, 'I'm not going to stop till I've gotten to the top.' I'm not going to stop until I've set an example for other Native Americans."

Spidey in the Cupboard:

"If I could've had a toy come to life when I was a kid...well, I was really into superheroes. I thought Spider-Man was really cool, so I'd have wanted my Spider-Man toy to come to life."

Don't Say Good-bye:

"There's no word for 'good-bye' in our language [Cherokee]. We say,

Litefoot's Lingo

Here are some American Indian words to spice up your everyday vocabulary.

Wado (pronounced wa-dough): "Thank you."

Onenh (pronounced own-a): "Till we meet again."

Aye (pronounced as a long a): "Just kidding." Used at the end of a sentence. "Who cut your hair? Beakman? Aye!"

Holy (pronounced whole-lee): "Really?"

'Donadog oy,' which means 'Until we meet again.' "

D.A. then grabbed some lunch with actors **Vincent Kartheiser** and **Ryan Olson**, both 16, who play Omri's older brothers, Gillon and Adiel.

D.A.: If you could make any toy come to life, which would you choose?

V.K.: My Playmobil toys. I have a lot of them from when I was a kid—so many, they fill up a whole closet. I liked them because they couldn't move very much, so I

took their hats off or made them talk.

R.O.: My Cabbage Patch Kid, Willis. When I was a kid, that was my favorite toy. If he came to life, I'd ask what he thought of everything that we did. He'd probably yell, "Yeah, you dropped me on my head!"

D.A.: Did you learn anything while making this movie?

R.O.: Yeah, I only knew about American Indians from history class. I learned a lot while making this movie about the Onondaga, Little Bear's

tribe. Like, they live in longhouses, not teepees.

D.A.: Any funny things happen while filming?

V.K.: When we did Omri's birthday scene, we had, like, 40 cakes, and we did, like, 55 takes! We were getting so sick. We kept eating more cake, and the little kids were bouncing off the walls 'cause they were loaded with sugar. Ryan and I were about to pass out! So, as a joke, whenever anyone was done filming and going home, they'd buy a cake and sing "Happy Birthday."

—Liz Smith



Out of the cupboard: Vincent (left) and Ryan.

A lot can happen in two years. Consider **Dinh Le's** story. Two years ago, Dinh (whose name means *destiny* in Vietnamese) was

a young boy living with his brother in Vietnam, waiting for permission to join his parents in the United States.

Fast forward to July 1995: Dinh, 13, is living in the United States and is playing Linh in ***Operation Dumbo Drop***, which features such stars as Danny Glover (*Lethal Weapon*), Ray Liotta (*Corrina, Corrina*) and Doug E. Doug (*Cool Runnings*).

In the movie, a group of crack commandos must find and deliver Bo Tat, an 8,000-pound elephant (played by Tai), to a small Vietnamese village in time for their sacred ceremony. The problem? The village is 300 miles away and they only have a week to get her through the jungle!

D.A. wanted to hear everything—little and big—about the movie. So first we had small talk and sodas with Dinh.

D.A.: Dinh, after only *one* year in the United States,



Tai is tons of fun in *Operation Dumbo Drop*.

you landed a movie role. How'd you do that?

D.L.: My dad heard about an audition on a Vietnamese TV station. He wanted me to try, and he drove me to Orange County for the audition. There were about 600 to 700 kids. I waited, and when they called my number, they asked me questions like how old I was and when did I come

to America. Then they had me read some lines in Vietnamese and in English. After weeks of reading and screen tests, it was down to just me and one other boy.

D.A.: And then you got the part?

D.L.: No. They gave me and the other boy an acting coach. She made us do things like throw a ball, but without a ball in your





Pull it.

Peel it.

Play with it.

Eat it up.

Twizzlers Pull-n-Peel.
Chewy delicious cherry-flavored candy.

hand. She told us we were so similar, they couldn't choose between us. Then Simon [the director] took us to meet Tai, the elephant.

D.A.: Was she big?

D.L.: She's huge! Gary, her trainer, had me climb on top of her. I was nervous because I didn't know how to keep my balance. You have to hold her ears tight and grab your legs into her neck. Four days later, my acting coach called me and told me

I'd gotten the part. I couldn't believe it!

D.A.: Did you and Tai get along?

D.L.: We liked each other.

● Every morning when I came to work, she'd use her trunk to sniff, sniff—to kiss me like that [on the face]. I liked her a lot. She's the best elephant I have ever seen.

D.A.: Did you play games with her?

D.L.: No, but Gary told her to do some tricks with me on her—like when she stands up on her hind legs with me on her—and it was fun. She can do lots of things. She can use her trunk to pick up a telephone. And do you know that she can stand on her head? I have a picture of her standing on her head, next to the assistant director, who was standing on his head, too!

—Liz Smith

Then we got the scoop from the biggest star in *Operation Dumbo Drop*. Four-ton Tai, a 26-

● year-old Asian elephant, lives in Perris, California, with her trainer, Gary Johnson. With Gary's help, we got Tai to tell us about becoming a huge star!

D.A.: How long have you been acting?

Tai: About 18 years. I've had parts in *Rudyard Kipling's The Jungle Book*, *Made in America* (with Whoopi Goldberg) and *Big Top Pee-Wee*.

D.A.: How long do you rehearse for a role?

Tai: It depends on the part. For *Dumbo Drop*, we prepped for a month. A lot of that time was spent getting the actors ready to ride me.

D.A.: We hear you got sent by Federal Express to one of the filming locations. How did that happen?

Tai: I was supposed to drive cross-country from L.A. to Florida, but filming got delayed in L.A. That took up part of my travel time and would have made me late getting to Florida. So the studio called Federal Express and put me on a special chartered flight to Florida. I was the only passenger on the whole plane!

—Kim Lockhart

Dinh Le gives Tai a helping hand.



This band's the Real McCoy.



D.A.'s been diggin' that juiced-up international flava *a lot* lately. First we jammed on Sweden's **Ace of Base** and the

group's hit song "**The Sign**." Now we're majorly into Germany's **Real McCoy**. We totally agree with **Olaf Jeglitza**, the founder of the group, who says, "Living in Berlin, Germany, you are exposed to so many different cultures and styles. If music makes you feel good, it doesn't matter where it comes from." **Patricia Petersen (Patsy)** and **Vanessa Mason**, also from Germany, round out the trio. Real McCoy caught our attention with

● "**Another Night**." It's got an irresistible dance-pop beat—spiced with Olaf's deep voice in the background—that gets us boppin' our heads. And with their latest single, Real McCoy looks to be a "**Runaway**" success.



The most famous female in comics, **Wonder Woman**, has had her ups and downs, but the latest story twist, which

ended in issue #100, knocked us on our backsides with a cool story and smokin' art. So how do you follow that up? D.A. knows! Hire a legend, of course. Starting in July with issue

● #101, writer/artist **John Byrne**, famous for his work on *X-Men*, *Fantastic Four*, *Superman* and his own *Next Men*, takes over. He's got quite a rep to live up to, and we'll be watching to be sure he does!

Also in July: While we're waiting for the new *Star Wars* movies to arrive—it's not gonna happen for a couple of years—D.A.'s been getting a *Star Wars* fix from a string of miniseries published by Dark Horse Comics. But the latest news from Dark Horse has us really excited. The new series, **Star Wars: X-Wing—Rogue Squadron**, starring Wedge Antilles, a character who appeared in all three movies, is available monthly. Every 30 days, a new dose of hotshot X-Wing pilots keep the galaxy safe for the Alliance! We're psyched!



Wedge Antilles

Morphin



MADNESS!

Thousands of fanatics are standing in loooooong lines to see *Mighty Morphin Power Rangers: The Movie*. But D.A. didn't want to wait in line—we wanted to dine. And guess what? Dine we did, with none other than the White Ranger. Exclusive invitation, we must brag! And then the nasty new villain, Ivan Ooze, tried to have *us* for dessert. But we survived! Read all about it as D.A. becomes a mighty morphin magazine.

White Ranger

By Junior Reporter Adam Kogeman



D.A. handed me the assignment: Interview Jason David Frank, the former Green Ranger who now plays the White Ranger on "Mighty Morphin Power Rangers."

Jason met me at a restaurant for lunch. He was really nice and cool, and he joked around a lot. He taught me some Toso Kune Do (pronounced Toso Kwan Dough) moves on a hill outside the restaurant where we ate. And he told me about *Mighty Morphin Power Rangers: The Movie*.

D.A.: Are the Power Rangers in the movie different from the ones on the TV show?

J.D.F.: The movie is totally different from the TV show. It's got bigger everything—bigger special

lose our powers, and we have to find a new power.

D.A.: What's the new villain, Ivan Ooze, like?

J.D.F.: Ivan Ooze is the best monster I've seen so far. I think the *Power Rangers* movie should get nominated for an Academy Award for the best makeup on Ivan Ooze. He's so cool.

D.A.: Do you like playing the White Ranger better than the Green Ranger?

J.D.F.: Yeah, but I like the Green Ranger, too. I like them both. The Green Ranger was more sensitive,

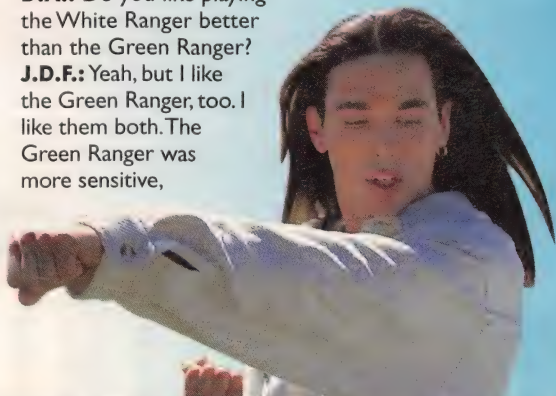
I think, more independent—you know, he was always out there by himself doing things. Now, being the White Ranger, being the leader, it's a whole different character.

D.A.: Were you recognized in Australia?

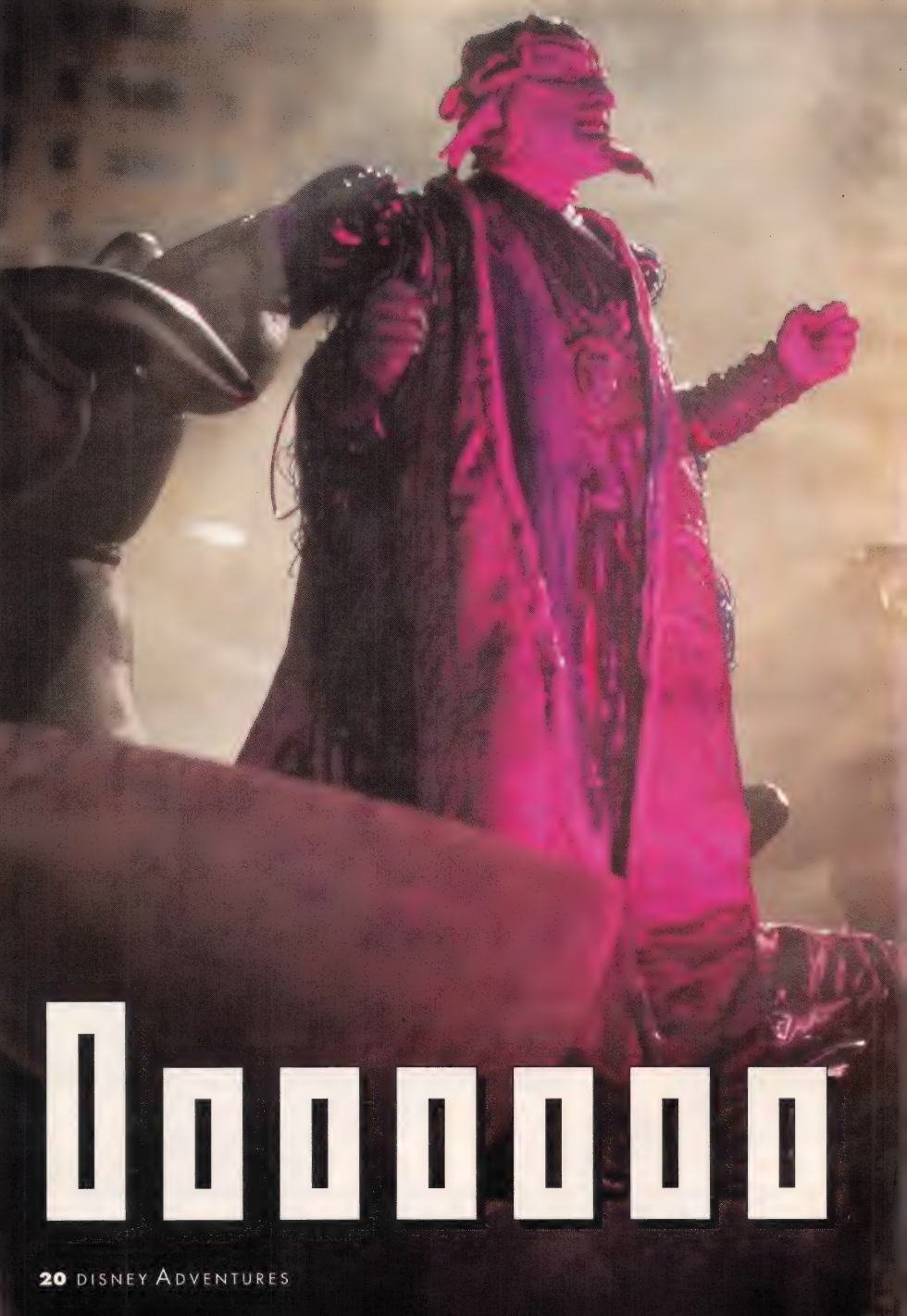
J.D.F.: Not so much, no.

D.A.: What martial art do you use on the show?

J.D.F.: On the show and in real life I study Toso Kune Do. It's a combination of every martial-art style mixed together.



Jason (here and above) showed Adam all the white moves.



0000000

IS IVAN

Is the slimy villain in the *Mighty Morphin Power Rangers*’ new movie really all bad? We had to find out! By Liz Smith

“Welcome to my nightmare!” D.A. heard Ivan Ooze’s ooey-gooley greeting, and ‘cause we’re not scaredy-cats, we decided to take the Ivan challenge.

We asked the powers that be to dig up ol’ Ivan—he’s been buried for 6,000 years—so we could have a chat. They told us he wasn’t in a good mood. *Hmmm...* maybe a long-distance chat would be better. Cranky Ivan (played by Paul Freeman) rang us up from jolly ol’ England. Now, we know he’s supposed to be this

awful, horrible, detestable villain, but D.A. and Ivan got along quite nicely. So nicely, in fact, we’re planning on getting together for tea and crumpets really soon.

First we talked to Paul about what it was like to become Ivan Ooze:

D.A.: How long did it take you to get made up in the Ooze outfit?

P.F.: The first day, it took seven and a half hours! Then the makeup artists got it down to a mere four and a half hours. My mask is five separate

pieces stuck onto my face and into my nostrils! I had to wear false teeth and contact lenses. I had to eat

through straws—soups and stuff.

D.A.: So Ivan’s got purple power, huh?

P.F.: Yeah, they needed to dye my tongue, too, because when I talked, my pink tongue came out amongst all this purple. To make my tongue purple, I had to hold black currant juice in my mouth and spit it out right before I spoke.

D.A.: What’s Ivan’s best feature?

P.F.: I’ll tell you what gave me a buzz—I’ve got false purple hands with great veins and long purple fingernails, and on top of each knuckle is another nail! There’s an extra nail on the thumb knuckle, too! You might not even be able to see it in the movie, but it gave me a great deal of pleasure!

OZE!



“Wielding my power gives me great pleasure.”

Then—presto—right before our very eyes, Paul became Ivan, the dreaded ooze-man.

D.A.: Why haven't the Power Rangers run into you before—were you hiding?

I.O.: I'm the former Emperor of the Universe, and I've been buried for 6,000 years. Lord Zedd raises me from the ground. Not only am I evil, but I'm livid; I rant and rave! I get rid of Lord Zedd pretty quickly—I trap him and Rita Repulsa in a snow globe! Why not?

D.A.: What are your special powers?

I.O.: I can do almost anything! I just point a finger, and magic rays

come out. If someone locks a door, I transform into ooze and go through the keyhole.

D.A.: What's your major goal in life?

I.O.: To have complete world domination...and then to be loved.

D.A.: To be loved? A big ol' scary monster like you?

I.O.: I don't think I'll frighten anyone.... Well, at first, they'll have nightmares, but by the end of the movie, I'm actually quite likable!

D.A.: So kids shouldn't be scared of you?

I.O.: I rather like kids. I lead them away from their parents, and have a Fun Fair for them at the Ooze

Factory, where they throw ooze on one another. What the kids don't know is that I've turned their parents into slave laborers!

D.A.: If you were to fight Batman, who would win?

I.O.: (laughs) Well, I always thought of Batman as a wimp! There's an interesting thought: Ivan Ooze meets Batman! Maybe we could have a chain of Ivan Ooze movies!

D.A.: If a kid met you on the street, what should he or she say or do?

I.O.: They should walk right up to me and say, "Hi, Ivan. How are you? Can I have some ooze?"

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D.A. here, reporting live from *Apollo 13*

Buckle up—D.A. is about to lift off with *Apollo 13*. We got security clearance and VIP passes for a behind-the-scenes visit to the movie set. There, Junior Reporter Marc Gilbar met Tom Hanks, who plays mission commander

James Lovell. But wait, there's more: Turn the page and you'll get the scoop on the real *Apollo 13* mission, as we explore what happened when a mysterious explosion ripped through the spacecraft some 200,000 miles from Earth. The mission nearly turned into a major disaster, and we've got the inside details from Lovell himself!

The countdown has begun, so hang on!



My Short Trip to the Moon

BY 1994
JUNIOR REPORTER
MARC GILBAR

The *Apollo 13* people told me that the temperature on the soundstage would be 38 degrees, so I wore a parka and ski hat. Luckily, the refrigeration had been turned off the day before my visit. The set had been kept cold to

Blast Off!





Cool set! Marc sits in the oh-so-tight lunar module.

make the movie much more real.

Everyone was in a good mood because this was the last day of filming. The movie publicist introduced me to David Scott, a former astronaut who was the official space consultant for the film. He told me what fun it was to be the first man

Action!
Marc hangs close while director Ron Howard has the crew film a scene one more time.



Honorary space cadet
Marc strikes a pose with movie astronauts (from left) Bill Paxton, Tom Hanks and Kevin Bacon.



to drive a vehicle on the moon. While I was standing next to him, director Ron Howard asked him for some advice on what Tom Hanks might say in the scene they were filming. Dave helped him out, then introduced me to Tom Hanks, Kevin Bacon and Bill Paxton. They were dressed in space suits. I was so choked up, I could

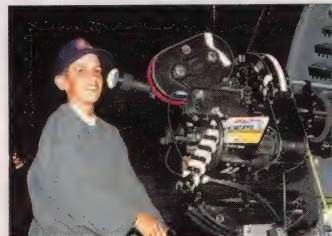
hardly say the word "Hello." I felt I already knew

them very well from all their movies. Kevin

Bacon said, "Hi, I'm Kevin Bacon," and I laughed and said, "Believe me, I know." They had to finish filming, so we went back into the soundstage to watch them shoot the scene in which *Apollo 13* safely splashes down in the ocean.

Every scene has to be just right, so they film it over and over. For this scene, the special-effects guys had to blow smoke into the module.

Sometimes, they blew too much, other times, too little. They also shot the scene



Successful mission.
"Roger, Houston. This is *Apollo D.A.*, signing off."

many times to get different camera angles.

Tom made jokes throughout the filming. One time, he said to Ron, "Wait till you see what we've got planned for you." At the end of the scene, Tom and Kevin added a really long handshake. When Ron realized that was their surprise, he burst out laughing. He admitted he had been a little worried that they were going to pull a prank on him.

I got to watch for a while, and then the studio guys cleared out the visitors so the crew could wrap up filming.

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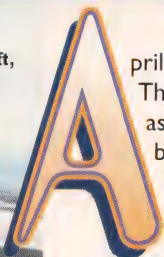
Available in toy and hobby stores everywhere!

The Death-Defying Voyage of **Apollo 13**

It was supposed to be just another moon mission.
Instead, three astronauts were nearly lost in space.
Here's their incredible story.

BY SHEILA DE LA ROSA





The *Apollo 13* spacecraft, seconds before it lifted into orbit.



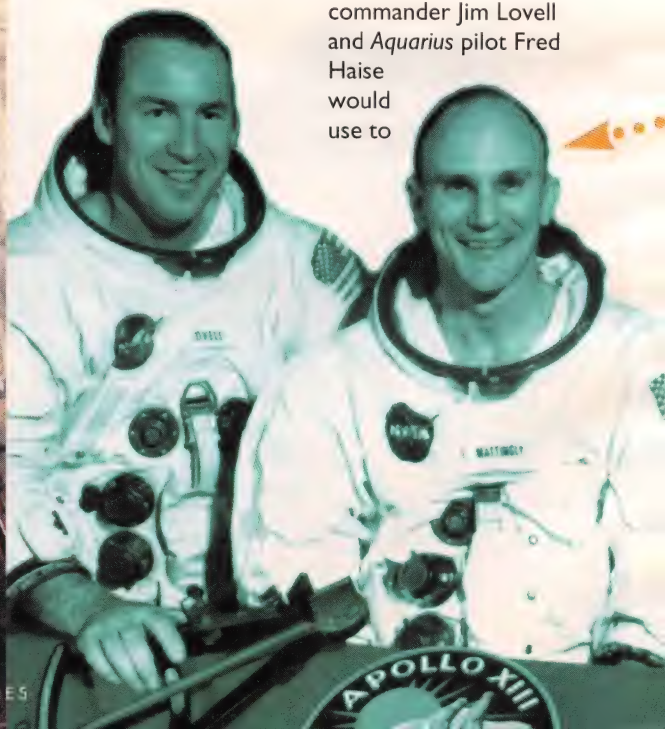
April 11, 1970.

The *Apollo 13* astronauts had been on their backs for more than two hours, counting down to their blastoff to the moon.

At 1:13 p.m., they lifted off without a hitch. The three astronauts were strapped into seats in an 11-foot-tall, cone-shaped spacecraft officially called the command module—

and nicknamed *Odyssey*. Beyond their backs stretched *Odyssey's* service module, a separate, 25-foot-long compartment that housed the spacecraft's fuel, oxygen and life-support equipment, and the huge rocket engine necessary to reenter Earth's atmosphere.

A man-size tunnel led from *Odyssey* to the 23-foot-tall lunar excursion module (LEM), nicknamed *Aquarius*. This was the spacecraft that commander Jim Lovell and *Aquarius* pilot Fred Haise would use to





Inside Apollo 13

actually land on the moon five days later, while *Odyssey* pilot Jack Swigert stayed in orbit around the moon.

Well, that was the plan. But on the third day of the mission—206,000 miles from Earth—an explosion rocked *Odyssey*, dwindling its power, oxygen and water supplies.

Uh-oh.

The original *Apollo 13* crew consisted of Jim Lovell, Ken Mattingly and Fred Haise (from left). Seven days before liftoff,

lucky Mattingly was bumped from the mission and replaced by Jack Swigert.



Astronauts like to give their spacecraft a nerdy name *and* a nickname (no, we don't know why), but it can still be difficult to figure out exactly what they're talking about. Here's a no-nonsense guide to what was what on *Apollo 13*.

The Command Module

Nickname: *Odyssey*.

What it looked like:

An 11-foot-tall, 13-foot-wide cone.

What it did: Kept the astronauts in a balmy 72-degree environment, despite temperatures in space that range from a sizzlin' 280 degrees in the sun to a t-t-t-teeth-chatterin' minus-280 degrees in the shade!

The Service Module

Nickname: *Odyssey*.

What it looked like: A 25-foot-long battery with four little satellite dishes hanging off one side

and a funnel stuck to the bottom.

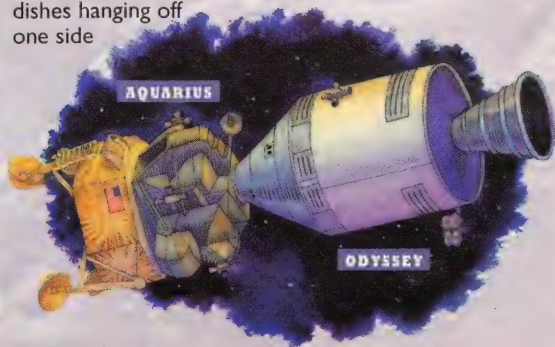
What it did: Contained all the stuff that keeps the spacecraft working—the main electrical power and oxygen sources, the engine, the engine's fuel, life-support equipment, and the huge rocket engine—in six separate compartments.

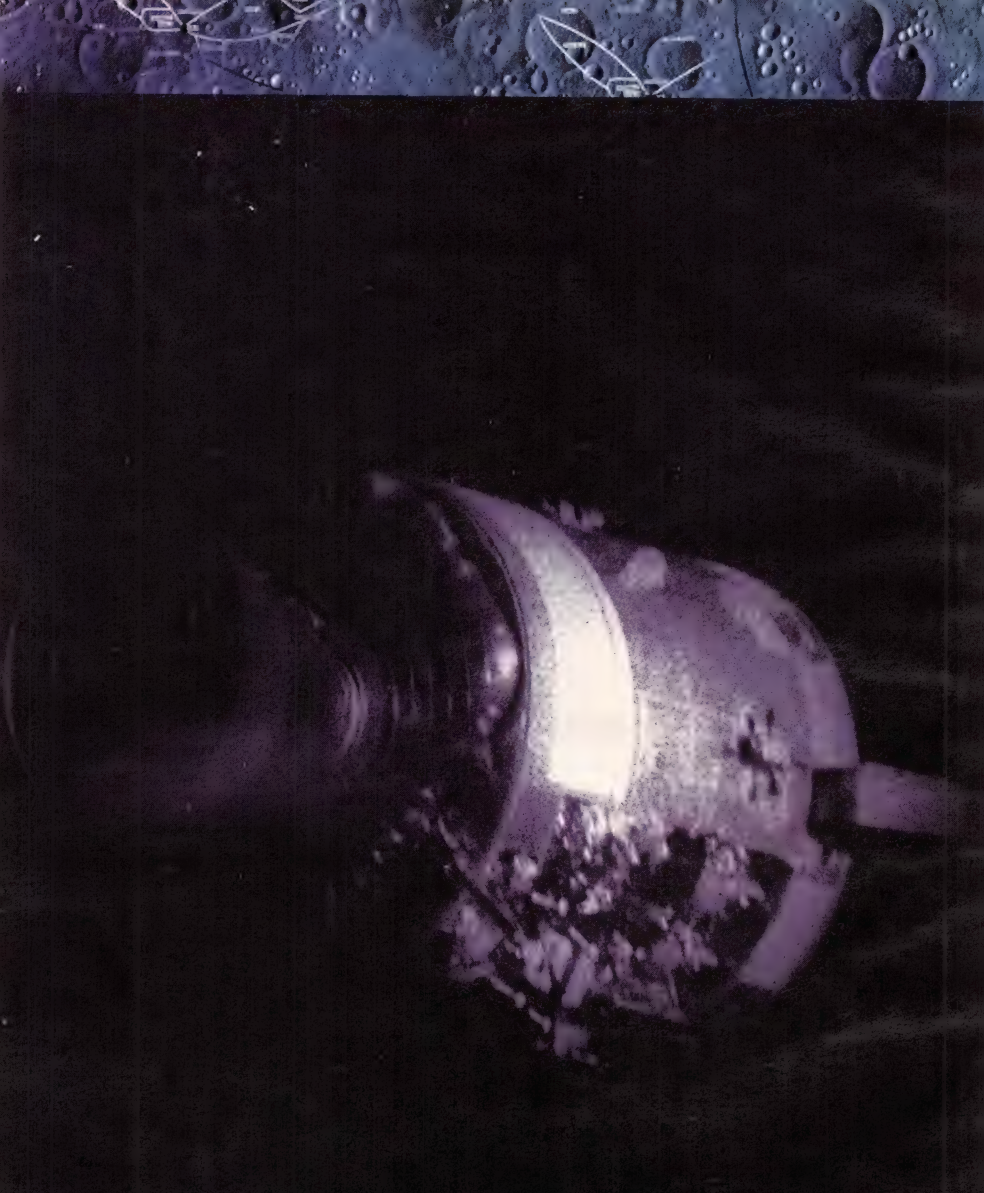
The Lunar Excursion Module (LEM)

Nickname: *Aquarius*.

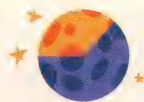
What it looked like: A foil-covered, 23-foot-tall bug, complete with four long legs.

What it did: Supposed to transport two astronauts from the orbiting spacecraft to the moon's surface and back to the mother ship. Instead, the three *Apollo 13* astronauts used it as a lifeboat for four days when their command module lost power.





When an explosion tore through the service module, the astronauts' efforts turned from landing on the moon to surviving the disaster.



9:07 p.m.
Monday, April 13

Ka-BOOM!

"Houston, we've had a problem," said Commander Lovell, eyeballing *Odyssey's* instrument panel. He was talking to the scores of engineers and technicians who were directing the flight from mission control in Houston.

A bomblike bang had just rocked *Odyssey*. Red and yellow warning lights flashed, and gauge readings were going wild on the instrument panel. The spaceship was wobbling and lurching its way through space. Lovell flutter-kicked through the gravity-free air and peered out the window. What he saw made his eyes bug out. A white gassy cloud surrounded his ship, extending for miles in all directions. But this was

no normal cloud. It was the ship's oxygen supply leaking out of the ship!

The *Apollo 13* crew was in deep trouble.

Lovell swam back to his control panel to check out his two remaining oxygen tanks. The instrument panel showed that one tank's oxygen had simply disappeared. Even worse, another tank was losing oxygen. He did some quick math. He and his crew had only a couple of hours before their 320 pounds of oxygen would be gone.

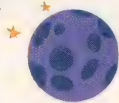
They needed 100 hours to get home.



Before the emergency, TV viewers got a tour of the *Apollo 13* lunar module from Fred Haise.

"If we're going to get home," Lovell said to his crew, "we're going to have to use *Aquarius*."

Nobody said what everybody knew: Landing on the moon was history for this crew.



10:50 p.m.
Monday, April 13

Astronaut Jack Swigert shivered. The temperature aboard *Odyssey* had plunged from 72 degrees to 58 degrees. And it was still falling. Something had to be done—fast! "We're starting to think about the LEM lifeboat," said mission control. This was a maneuver the crew had practiced in Houston aboard an *Apollo 13* simulator that did everything their real spacecraft did except leave Earth. One time, they pretended there was a horrible problem



● While the astronauts rigged up some homemade air scrubbers (left), the scene at mission control (below) was tense.

with *Odyssey*. They abandoned that spaceship and squeezed into *Aquarius*, using the LEM as their command module.

But that was pretend. They'd kept up the maneuver for a few hours, max. Nobody knew if *Aquarius* could perform

as the main cockpit for hours and hours and hours on end. Now, it looked like they were going to find out.

Lovell and Haise wedged into the eight-foot-by-three-foot compartment and, through a makeshift hose, fed oxygen to Swigert, who stayed behind in *Odyssey*. Now *Aquarius*—meant to sustain two astronauts

on the moon for two days—had to support the three spacemen, who were *four* days from Earth.

Survival looked iffy.



2:43 a.m.
Tuesday, April 14

Apollo 13's route had been planned for a moon landing. Now, if the spacecraft stayed its course, after it whizzed around the back side of the moon, it would overshoot the earth on the return by 40,000 miles! The

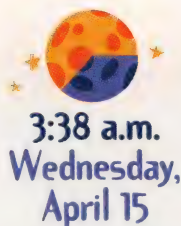




crew would end up lost in space.

The astronauts had to change their course using the stars to pinpoint their exact location. But the escaping oxygen kept Lovell from seeing the stars. Mission control improvised and helped him to double-check his position using the sun as his star. It worked!

The new course led around the moon and would end in a splashdown on Earth—in 91 hours. But that was still way more than the oxygen left in the LEM would allow.



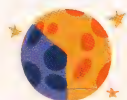
3:38 a.m.
Wednesday,
April 15

The astronauts had rounded the moon safely. But the word at mission control was that the crew was due to asphyxiate—choke to death on their own waste gases—soon.

Aquarius had air scrubbers to get rid of the carbon dioxide the astronauts expelled, but the air scrubbers were only designed to take care of two men for 53 hours. Without working air scrubbers, the poisonous CO₂ would crowd out the oxygen from the

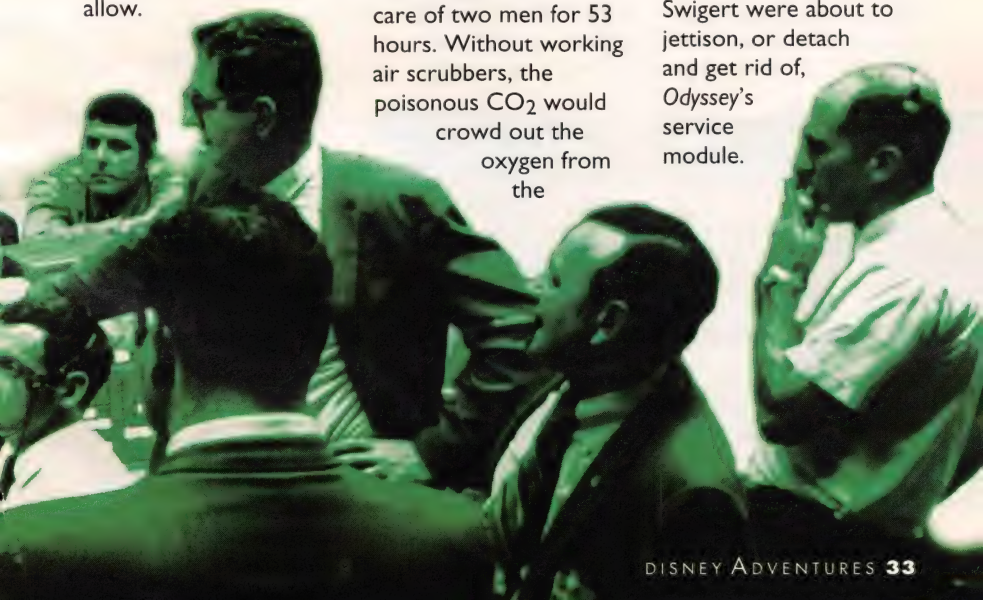
air. The result?
Choke city.

Luckily, somebody had a solution. Homemade air scrubbers. Using *Odyssey's* air scrubbers, spare hoses, cardboard, plastic bags and duct tape, mission control talked the crew through an air-scrubber-making session. *Whew!*



6:52 a.m.
Friday, April 17

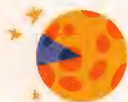
Lovell, Haise and Swigert were about to jettison, or detach and get rid of, *Odyssey's* service module.





They were eager to see the damage as it floated by.

What they saw was shocking: a 15-foot-long section of the ship's protective skin was gone! Completely blasted away from the ship!



10:43 a.m.
Friday, April 17

It was time to return to *Apollo 13*'s real command module. *Aquarius* had turned out

Mission control erupted in cheers when the command module floated down safely to the Pacific Ocean (above).



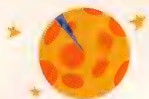
to be an OK lifeboat, but it was missing a couple of items that the crew needed to reenter Earth's atmosphere, such as a heat shield to protect them from the heat of reentry.

"Freddo," said Lovell to Haise, "it's time we bailed out of this ship." Before Haise left, he pulled some netting

off the wall near his station and stuffed it in his pocket.

"Souvenir," he explained. Then he swam through the tunnel to join Swigert.

Lovell grabbed some souvenirs, too, including the helmet he would have worn on the moon. The tunnel was sealed, the air pressure stabilized, and the switch to jettison the LEM thrown. There was a *pop!* and the crew's lifeboat of four days somersaulted away.



11:53 a.m.
Friday, April 17


"Gentlemen," Lovell announced to his crew, "we're about to reenter. I suggest you get ready for a ride." He and his crew tightened their shoulder belts and lap belts.

Reentering Earth's atmosphere began with a light show. From the blackness of space came a blush of pink, then





Safe and sound, Commander Lovell was the last astronaut to be plucked from the ocean.



orange. The orange morphed into red. Then gravity slowly weighed down the astronauts.

When the edge of the command module—which was traveling at 25,000 miles per hour—came in contact with the atmosphere, the resulting friction created temperatures as high as 5,000 degrees. Mission control could hear only

static
during
the

four-minute-long reentry. If the heat shield did its job, the astronauts' voices would come back on the radio. If not, the crew would be incinerated.

At mission control, engineers listened to the static in their headsets and silently watched the clock. Two minutes. Three minutes. Four minutes went by.

"*Odyssey*, Houston standing by, over," said the capsule communicator, known as capcom, at mission control.

Nothing but static. Another minute went by.

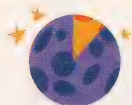
The engineers stared at their computer screens.

"OK, Joe," astronaut Swigert said, finally breaking through the static.

"We read you, Jack," answered the capcom, closing his eyes in thanks.



Following much-needed showers and rest, the three survivors—Haise, Swigert and Lovell (from left)—received a ticker-tape welcome in Chicago, Illinois (above right).



12:07 p.m.
Friday, April 17

Down, down, down.
28,000 feet...26,000
feet...24,000 feet...Pop!
The command module's
three orange-and-white
parachutes opened.



The *Apollo 13* crew swayed left, then right, then left as *Odyssey* went from a 175-mile-per-hour roller-coaster ride to a 20-mile-per-hour glide into the blue waters of the South Pacific.

"Hang on," advised Commander Lovell. "This could be rough."

And then... splashdown! Saltwater licked the command module's five portholes. Sailors whooped on the decks of the *U.S.S. Iwo Jima*, the ship that had the honor of plucking the astronauts out of the South Pacific.

"Fellows," said Lovell, "we're home."



Rocket Man

Meet the real-life hero of *Apollo 13*.

BY SEAN PLOTTNER



Astronaut Jim Lovell knows everything about the real *Apollo 13*. He was, after all, commander of the mission.

Naturally, D.A. was pretty psyched when Lovell called to talk about both *Apollos*—the mission and the movie.

D.A.: What's it like to blast off from the launchpad?

J.L.: It's actually kind of anticlimactic. You work so hard to get ready for the flight, and then liftoff is mostly automatic. It's noisy and the engines shake slightly to one side or the other, so you do get rocked back and forth in your seat violently.

D.A.: Were you scared when you heard the explosion on *Apollo 13*?

J.L.: Well, the fear factor was pretty great in the beginning when we lost all of our oxygen, electrical power, and

propulsion. We didn't know how we'd get home. But as we kept solving crises one by one, our confidence went up.

D.A.: How was splashdown?

J.L.: The edge of the spacecraft hit the water and we knifed in gently—a good hit. When the *Apollo 13* crew was finally bobbing in the ocean, I felt great relief.

D.A.: Could a space crisis like *Apollo 13* ever happen again?

J.L.: It could *always* happen again. As long as humans are involved, there will be accidents—no matter how careful we are.

D.A.: What makes the film *Apollo 13* different from other space movies?

J.L.: Well, this is a *true* space adventure. A lot of space movies are fantasies.

D.A.: Did you get to meet Tom Hanks?

J.L.: He wanted to get to know the character, so I invited him to my house before filming started. He's a space enthusiast. He said he always wanted to play an astronaut. We flew my airplane at night so I could show him the stars I saw during the *Apollo 13* flight. And I made a cardboard cutout in the shape of the lunar-module window so he could look through that and see exactly what the *Apollo 13* crew saw on the way to the moon.

D.A.: You never stepped on the moon, but you sure got close. Isn't that a bummer?

J.L.: While we were trying to get home, all I cared about was survival, so I didn't give it much thought. Just after I returned, though, I was frustrated. I would love to have landed on the moon, but it just never came to pass. Still, I had a nice career in space.

BY DEBORAH BARNES

AS TWO SOMETIMES

To win in sports, you need **talent**. But you also need to work well with your team. Sometimes, two teammates come along who work so well together that they become a **dynamic duo**: They make each other, and their team, better. Alone, they're great, but when they get together—**look out!**



Barry Bonds and Matt Williams
• San Francisco Giants

When Barry Bonds joined the Giants in 1993, he was already a monster hitter. He found a slugging soul-mate in Matt Williams, and together the two dominated the last full season of play. Bonds topped the league in home runs with 46, and Williams finished third in the league with 38 dingers.

"I'm pleased to play with someone who has the ability that Barry has, but it takes a full team effort to win," says Matt. Maybe so, but fans love to watch these new bash brothers!



Karolyn Kirby and Liz Masakayan • Pro Beach Volleyball

"Chemistry on and off the court is so important," adds Liz. "It makes things simpler." Guess so! In 1993, they had the most successful season in the history of the Women's Professional Volleyball Association, winning 12 of 13 events on the tour, plus the world championship, and sharing MVP honors. Now *that's* teamwork.

EvErYOne knew how great Shaq was before he turned pro, so he was the top pick in the 1992 NBA draft. Anfernee "Penny" Hardaway was also famous when he came to the Magic a year later—mostly because he was being traded for Chris Webber. But combining Penny with Shaq has proved a stroke of genius for the Magic. Hardaway does it all and gets better every day. He either has eyes in the back of his head or a sixth sense for detecting where his big man is on the court.

"I consider Penny and me to be the Kareem and Magic of the '90s," says Shaq. "My favorite play this year was when I passed the ball to him and he slam-dunked it—a role reversal!"

Watch them play together and your jaw will drop approximately 5.6 times per game—the highest awe quotient in the NBA!



Shaquille O'Neal and Anfernee Hardaway • Orlando Magic

KaRoLyn Kirby and Liz Masakayan played volleyball separately for years until they teamed up in 1993. Together, they took their game to a new level. "We expect a lot of each other because we're confident in each other," says Karolyn. "We don't roll our eyes and turn away when the other one makes a mistake. We always build each other up."

Karl Malone joined the Jazz in 1985, a year after John Stockton joined. Malone soon earned his nickname, the Mailman, but he's quick to say he couldn't deliver his trademark slams and All-Star performances without eye-popping steals and passes from Stockton, the NBA's assist master. Stockton holds the career record for the highest assists-per-game average. And last season he broke Magic Johnson's all-time assist record.

"The guy's my idol," Stockton says of Malone. "Nobody does more for his team than Karl does for ours." Both players are All-Star regulars, and both were members of 1992's Olympic Dream Team. They're proof that great things come in pairs!



**John Stockton and
Karl Malone • Utah Jazz**



Back in 1989, no one could foresee the greatness of this twosome. Injured Michael Irvin was hurtin' on the sidelines, and rookie quarterback Troy Aikman suffered through a 1–15 season. But they soon learned to work magic together, and by 1992, Irvin was MVP of the Pro Bowl. The next year, Aikman was MVP of Super Bowl XXVII, leading the Cowboys to an NFL title. Irvin also turned in a game-breaking performance, including catching two touchdown passes in 15 seconds. They liked the Super Bowl so much, they came back for a repeat win in 1994. From the pits to the championship in just five years—that's awesome!

**Troy Aikman and Michael Irvin
• Dallas Cowboys**

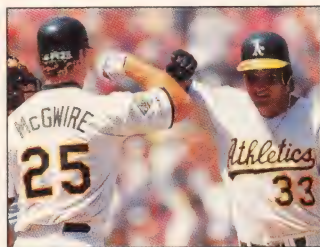
GREAT TeAMmates



Hall of Fame

Jerry Rice and Joe Montana: Look in the record books. These two names are everywhere. Some sports insiders have called Montana the best quarterback ever. He had already led the 49ers to two Super Bowl victories when Rice joined the team. But the addition of lightning-quick receiver Rice and his Zen-master concentration on the ball helped Montana lead the 49ers to two more Super Bowl wins.

Mark McGwire and Jose Canseco: These two were known as the Bash Brothers on the awesome World Series Champion Oakland A's of 1989, when McGwire hit 33 homers and drove in 95 runs. Canseco is the only player to top 40 homers and 40 stolen bases in one season, and he was the American League MVP in 1988, when he batted .307 with 124 RBIs. Canseco's solid hitting and on-base percentage boosted the RBI count for McGwire. They also invented the Bash Brothers



forearm high-five, which they used to do at the plate after they scored.

Aleksandr Zaitsev and Irina Rodnina: These skate mates from the former Soviet Union are legends in the figure-skating world. Rodnina had skated with other partners, but once she teamed up with Zaitsev, the two were unbeatable. They won the pairs world championship six consecutive times—from 1973 to 1978—before retiring. Even today, great figure-skating pairs are compared with Rodnina and Zaitsev.

—D. B.



weird yet true



Mo/ Money

More **Monopoly**
money is printed in a year
than all the real paper money
printed throughout the world.

Alasqua?
Mississippqui?
Quontana?
NOT!

Q is the only
letter of the
alphabet that
doesn't appear in
the name of any of
the **United**
States.



One quarter of the

Only the **Lonely**

The **starfish** is the only

animal that can turn its

stomach inside out. The

elephant is the only

mammal that can't jump.

The **penguin** is

the only bird that can

swim but can't fly.

The **praying**

mantis is the only

insect that can turn its head

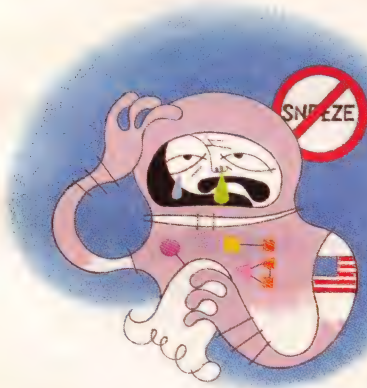
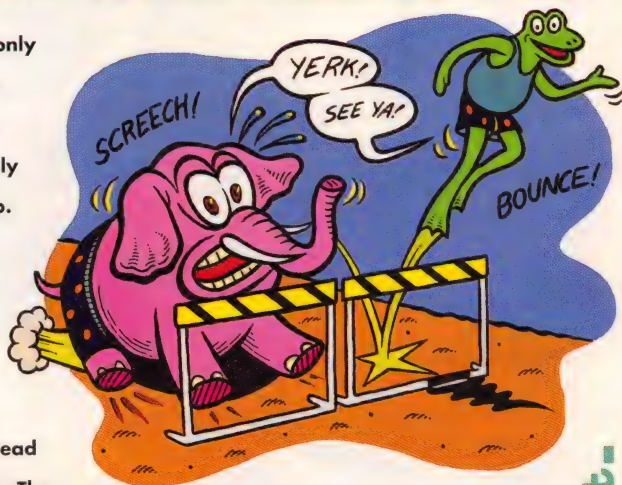
without moving its body. The

white shark is the only sea

animal with no natural enemies. Even killer whales won't go near these

big, nasty guys! And what's the only purple animal? Why, the **South**

African blesbok, of course!



Hanky, Anyone?

In the pressurized suits worn by

early astronauts, **nose-**

blowing was impossible!

Chew-sy Rockers

According to a recent scientific

study, hard rock music makes

termites chew through wood at
twice their usual speed.

body are in your feet-

206

bones in your

D.A. Toy



Hey, kids, it's totally **toy-rrific** toy time! The D.A. Toy Awards celebrate Walt Disney Pictures' upcoming movie **Toy Story**. This brand-new animated feature stars **Woody** the cowboy (voiced by none other than Tom Hanks) and Space Ranger **Buzz Lightyear** (with Tim Allen's voice). **Toy Story** is the first-ever animated feature film that uses computer-generated imagery. It's coming out around Thanksgiving, but we're excited about it **now**, so all we can think about are toys, toys, toys!

But we need your help. Since we can only play with toys **sometimes** (you know, when the big boss isn't looking) and you get to play with toys practically **all the time**, we want your vote for your favorite toys! Send us your completed ballot by August 7, and you could win **\$500** to blow at your **favorite toy store!**

Awards

1. Most **Outrageous** Video Game _____
2. Best Toy to Have If I Get **Stuck** on a **Desert Island** _____
3. Most **AWESOME** Action Figure _____
4. Coolest **Collectible** Toy _____
5. Toy That Makes My Little Bro/Sis Most **JEALOUS** _____
6. Coolest **Video** Game System _____
7. Hottest **Remote-Controlled** Vehicle _____
8. Best Toy to Take **to the Moon** _____
9. Coolest **OUTDOOR** Toy _____
10. Best **Beat-the-Blahs** Board Game _____
11. Wildest, **Wettest** Toy _____
12. Best **Laboratory** Set _____
13. Wish This Toy Could **Come ALIVE** _____

14. Noisiest Toy _____

15. Movie Toy That's Better Than the Movie _____

16. Wickedest WHEELS _____

17. Most Fabulous Toy in the Whole Wide World That I'd Give Anything—Even My Two Front Teeth—to Own _____

Fill in this entry form and put it in the mail by August 7.

Name _____ Birth date _____

Grade _____ Are you a boy or girl? _____

Phone number () _____

Address _____

City _____ State _____ Zip code _____

Mail to: Toy Awards

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Official Rules

No Purchase Necessary. Must be ages 7-14 to enter.

1. On an official entry form or on a plain piece of 3" x 5" paper, hand print your complete name, address (including zip code), birth date and daytime telephone number (including area code). **2.** Mail your completed entry to Toy Awards/DISNEY ADVENTURES, P.O. Box 864, New York, NY 10113-0864. Entries must be postmarked by August 7, 1995. Not responsible for lost, late or misdirected mail. Enter as often as you wish; limit one entry per envelope. No mechanically reproduced entries permitted. Entries become the property of Disney Magazine Publishing, Inc. and will not be returned. **3.** Winners will be selected in a random drawing on or about August 14, 1995, from all eligible entries received. **4.** Sweepstakes open to residents of the U.S., including its territories, possessions and military installations, who, as of August 7, 1995, are ages 7-14. Employees of Disney Magazine Publishing, Inc., its parent and affiliated companies, its advertising and promotion agencies, and the families of each are not eligible. Void in Puerto Rico and where prohibited by law. All federal, state and local laws and regulations apply. The odds of winning depend upon the number of eligible entries received. **5.** Prize winners will be notified by mail. Return of any prize notification as undeliverable will result in disqualification and an alternate will be selected. Limit one prize per family/household. No substitution or transfer of prize permitted. All federal, state and local taxes on prizes are the sole responsibility of winner's parent/legal guardian. Tennessee residents excepted. Acceptance of prize offered constitutes permission to use winner's name and/or likeness for advertising, trade purposes and promotional use without further compensation. All prizes will be awarded. **6. GRAND PRIZE:** (1) \$500. **7.** For the names of winners, available after August 14, 1995, send a self-addressed, stamped envelope to DISNEY ADVENTURES/Toy Awards Sweepstakes Winner, 114 Fifth Avenue, New York, NY 10011-5690. Washington and Vermont residents may omit postage. Promotion runs from July 11, 1995 to August 7, 1995.

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ALWAYS



No purchase necessary. See official rules for details. Void where prohibited. Contest ends 8/31/95 or while supplies last. Actual prize pool totals \$1.5 billion in prizes and discounts. Prize availability varies by market.

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GATHER 'ROUND

By Kim Lockhart and Jason R. Rich



Here's all you need to know to play Magic: The Gathering.

Welcome to a land of sorcerers, dragons, warriors and goblins. No, you haven't traveled back in time to King Arthur's court. You've entered a magical world where players pretending to be powerful sorcerers cast spells using special powers provided by a deck of cards.

The game is called **Magic: The Gathering**, and it's one of the coolest new card games around. It's played with a deck of 40 to 60 cards, each with a special power. In tournaments, players battle one-on-one; each player tries to drive his opponent from the land of **Dominia** by depleting the opponent's 20 **life points** before his own points run out. When you're just playing with friends, any number of people can play, which is cool 'cause the more people you have playing, the longer the game will last.

Each player shuffles and cuts his deck of cards and then takes seven cards off the top. To find out who goes first, you can either roll dice, flip a coin or take the bottom card from your deck—the player holding the highest casting cost goes first. Players then take turns playing cards, each player always **untapping** his played cards (positioning them so they may be used again) and drawing a new card from the top of the deck at the beginning of a turn.

The key to winning is playing with a powerful deck of cards. To get one, you'll need a starter deck, which costs about \$8, and a few supplemental packs of 15 cards that cost about \$2.50 each. You never know what you'll get in a pack—the assortment is totally random. You can also trade cards with your friends. Once you have a deck, you're ready to start casting spells.

Cards are classified as Common, Uncommon and Rare, based on how many are made.

Sample Hand

At right is a sample hand of seven cards. If this is your first hand of the game, the best move you can make is to play your mana card, Swamp, and your artifact, Sol Ring, and then wait for your next turn and hope you draw another mana card. Then you can play your Wall of Bone card.



1. Black mana card, land
2. Colorless mana card, artifact
3. Red summon card
4. Red sorcery card
5. Black summon card
6. Black sorcery card
7. Black summon card

The Magic Words

Here are some of the terms you need to know before you start throwing spells left and right:

Mana: Cards that give players the ability to cast cards/spells. (Some strategists recommend that one-third of your deck be mana.)

Casting: Using mana to play a card.

Casting Cost: The number of mana it takes to play a certain card. This number is located on the upper right of each nonland card.

Tapping: Using the effect of any card on the table.

Permanents: Cards that stay in play continuously throughout the game.

Enchantments: Permanent cards that can help or hurt a card or player, depending on the card.

Artifacts: Permanent, colorless cards with special abilities that can be cast using mana of any color.

Summons: A spell that brings a creature into play.

Sorceries: Basic spell cards.

Common cards are easy to find in a pack, and as a collectible probably aren't worth much, but that doesn't mean they're not valuable in playing the game. Without such Common cards as Land cards, you can't get any mana.

Uncommon cards are harder to find, and the more powerful they are, the more money they bring on the collectible market. **Rare** cards are usually the most powerful and most expensive. They can go for as much as \$150.

The cards come in five different colors. White cards are considered good cards that help and heal. Blue cards represent elements such as air and water. Red is the color of earth and fire and is a destructive color. Black cards are evil.

Green cards get their power from the forest and other forces of nature. And there are also colorless cards, called **artifacts**; these represent magically powered objects.

Magic requires plenty of skill as you plan strategies and build a deck to help you defeat your opponent.

D.A.'s best bit-o-advice for beginners is to watch someone play before you start casting your own spells, because the rules can be confusing. But once you get the hang of it, the game's a lot of fun. And since everyone's deck and

strategy is different, no two games will ever be exactly the same.



Know the Card

1. Name of card
2. Type of card
3. Amount of mana needed
4. Amount of damage, or life points, to be done

Shivan Dragon

Fork

Force of Nature



Magic's Most Wanted

Constructing a powerful deck is the key to winning at Magic. Here are some of the most powerful and currently in-demand cards that can help you defeat your opponent's deck.

Black Lotus: Play this card to gain three mana points of any color. (This card is no longer in print and is valued at approximately \$150.)

Braingeyser: Allows you to draw multiple cards from your deck.

Copy Artifact: Use this card to duplicate artifacts in play.

Demonic Tutor: Allows you to draw a single unused card from the deck.

Force of Nature: Powerful creature cards.

Fork: Allows you to copy any instant or sorcery card as it is being played.

Mirror Universe: Forces your opponent to trade life points with you, if you choose.

Moxes: These cards generate mana, yet it costs you no mana to bring them into play. There are five of them, one of each color.

Regrowth: Allows you to replay a used card.

Royal Assassin: This card destroys any tapped creature.

Shivan Dragon: A very powerful creature card.



YOU THINK THEY KNOW?

I DON'T
KNOW. LET'S
ASK THEM.

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KKYD-AM, Denver, 1340
KIID-AM, San Luis Obispo, Calif., 1400
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WISZ-AM, Grand Rapids, Mich., 640
WOMX-AM, Orlando, Fla., 950
WJAX-AM, Jacksonville, Fla., 1220
KXTD-AM, Tulsa, 1530

WELW-AM, Cleveland, 1330
KDZZ-AM, Albuquerque, 1520
KKDD-AM, Las Vegas, 1400
KBEA-AM, Kansas City, 1480
WDOZ-AM, Detroit, 1310
WSYW-AM, Indianapolis, 810
TBA, Philadelphia

COMIC ZONE



WELCOME TO THIS MONTH'S COMIC ZONE

Our adaptation of **Pocahontas** concludes this month. By now, I feel as if I know Pocahontas, John Smith, Flit, Meeko and the rest, and I'll miss having them around.

On July 27-30, I'll be at the **San Diego Comi-Con**, which will be held at the San Diego Convention Center. This is the biggest comic-book convention in the country, and I'll be there to gab with writers and artists, check out what's going on at other companies, and scope out the dealers' room for neat new comics, cards and toys for my collection.

If you see me, be sure to come up and say hi—and let me know what you think of the Comic Zone.

POCAHONTAS

Part 2.....PAGE **56**

NERVOUS REX

in "Benighted by Day".....PAGE **79**

**Let me know what you think.
Write to me:**

**Heidi MacDonald
DISNEY ADVENTURES
114 Fifth Avenue
New York, NY 10011-5690
E-Mail: ComixAce@AOL.COM**



Heidi



Disney's

POCAHONTAS

PART TWO

THE YEAR IS 1607, AND ENGLISH SETTLERS SEARCHING FOR GOLD HAVE LANDED IN VIRGINIA, HOME OF THE POWHATAN TRIBE. THEY ARE LED BY GOVERNOR JOHN RATCLIFFE.

POCAHONTAS, CHIEF POWHATAN'S DAUGHTER, HAS MET JOHN SMITH, AN ENGLISH ADVENTURER. THEY FIND THEMSELVES DRAWN TO EACH OTHER IN A WAY THAT NEITHER QUITE UNDERSTANDS.

BUT EVEN WHILE THE FRIENDSHIP BETWEEN THE TWO DEEPENS, A SKIRMISH BREAKS OUT BETWEEN THE ENGLISH AND THE POWHATAN INDIANS, AND BOTH SIDES MAKE READY FOR WAR.



AND YOU LEARN TO USE THAT THING PROPERLY. A MAN'S NOT A MAN UNLESS HE KNOWS HOW TO SHOOT.

BACK AT POWHATAN'S LONGHOUSE...

THIS WOUND IS STRANGE TO ME.

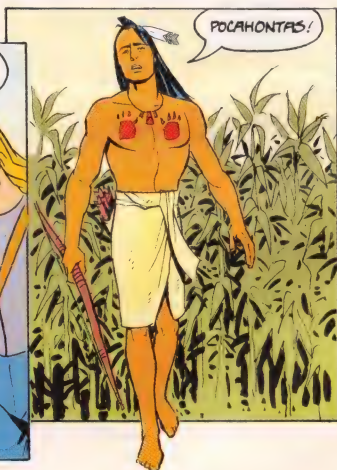
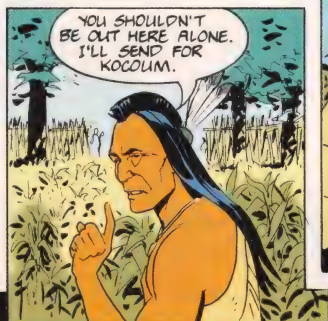
WE WILL FIGHT THIS ENEMY.

KOCUM, SEND MESSENGERS TO EVERY VILLAGE IN OUR NATION. WE WILL CALL ON OUR BROTHERS TO HELP US FIGHT.













HELLO,
JOHN SMITH.



POCAHONTAS,
THAT TREE IS
TALKING TO
ME.

THEN YOU
SHOULD TALK
BACK.

WHAT
DO YOU SAY
TO A TREE?



SMITH?
WHERE ARE
YOU?



COME CLOSER,
JOHN SMITH. HE
HAS A GOOD SOUL.
AND HE'S HAND-
SOME, TOO.

OH, I
LIKE HER.

I KNEW
YOU WOULD.



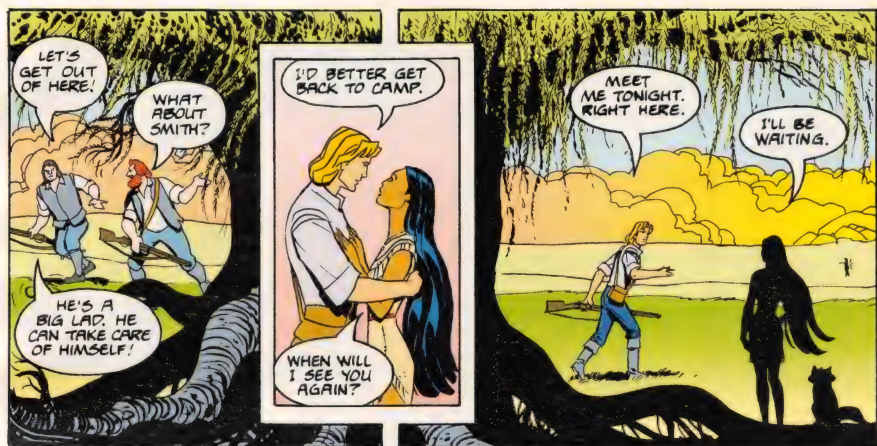
THIS PLACE
GIVES ME THE
CREEPS. MAYBE WE
SHOULD HEAD BACK
TO CAMP.

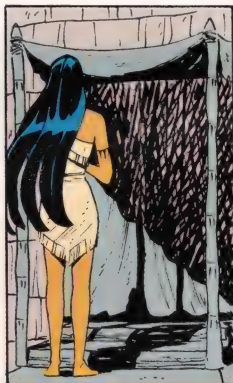
NOT UNTIL
WE FIND
SMITH!

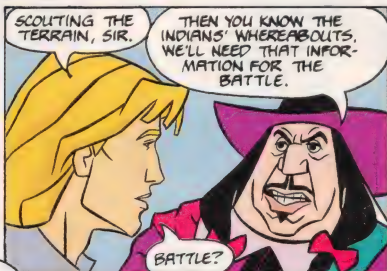


WATCH
IT, YA BIG
OAF.

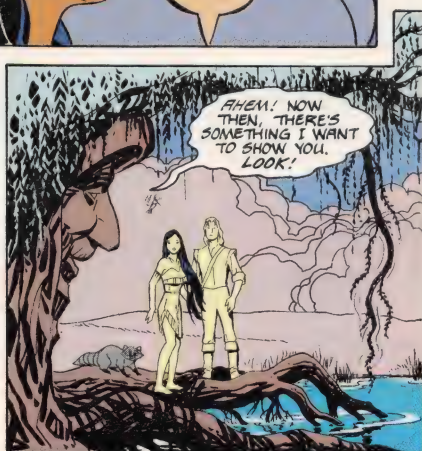
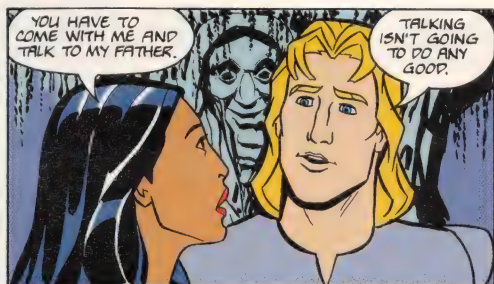
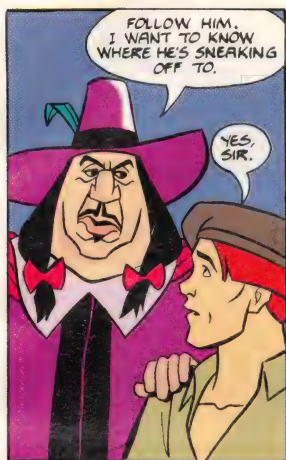
IT WASN'T
ME. IT WAS
THE TREE!

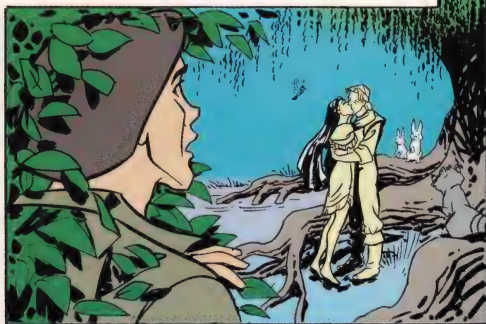


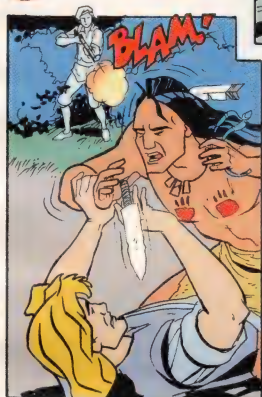




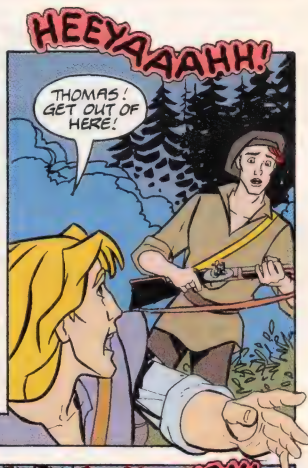






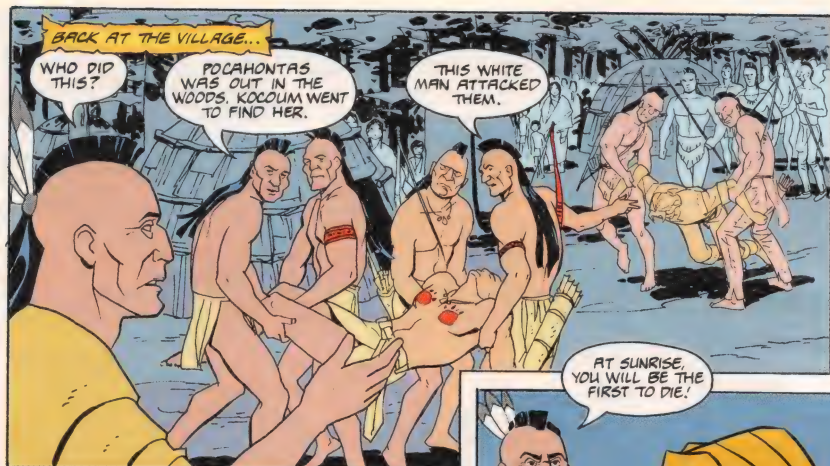


YOU
KILLED
HIM!

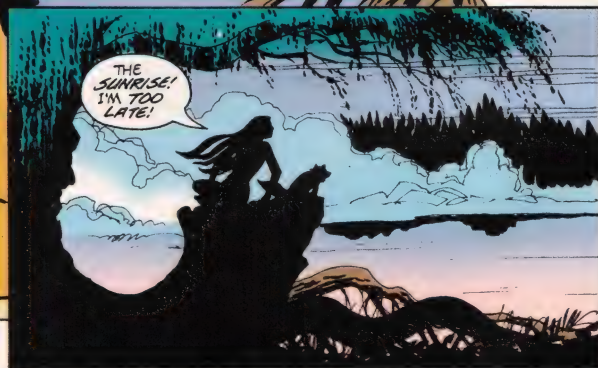
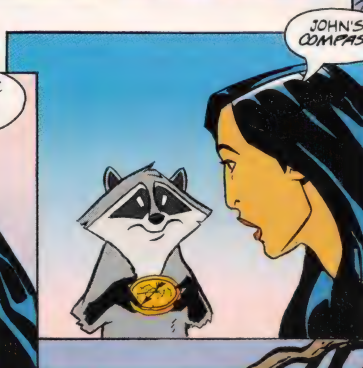


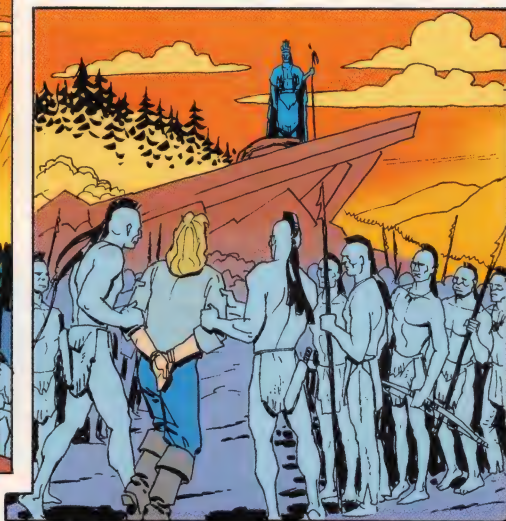
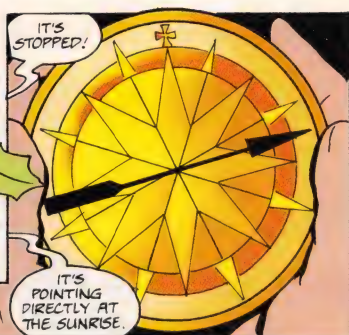
THOMAS!
GET OUT OF
HERE!

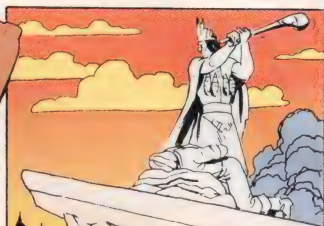




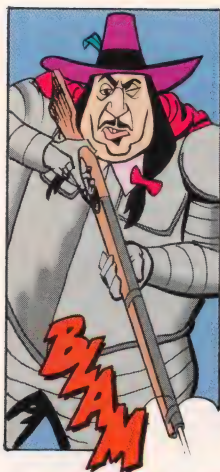












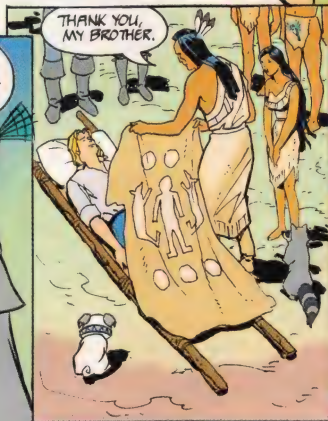


WE'D BETTER
GET YOU ON
BOARD.

NOT YET.
SHE SAID SHE'D
BE HERE.



MY
MOTHER'S
NECKLACE.
THANK
YOU.



THANK YOU,
MY BROTHER.



THIS IS FROM
GRANDMOTHER
WILLOW'S BARK.
IT WILL EASE
THE PAIN.



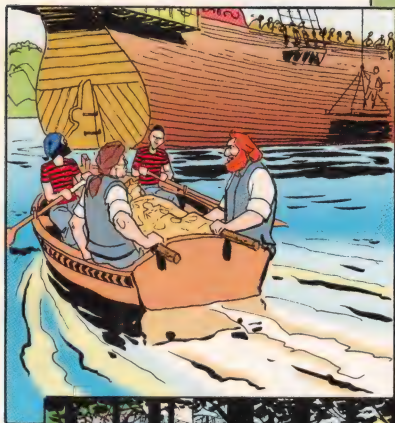
COME
WITH
ME?

YOU
MUST CHOOSE
YOUR OWN
PATH.



THEN
I'LL STAY.
TOD. I CAN'T
LEAVE
YOU.

YOU NEVER
WILL. NO MATTER
WHAT HAPPENS I'LL
ALWAYS BE WITH
YOU. FOREVER.



NERVOUS REX

by WILLIAM VAN HORN

IT MUST BE SAID
HERE JUST FOR THE
RECORD THAT OUR REX
IS NOT REALLY AFRAID
OF THE DARK! NOT
UTTERLY! AFTER ALL,
WHAT IS DARKNESS
BUT THE ABSENCE
OF LIGHT!

RIGHT?

I'VE GOT THE
CONCEPT DOWN
PAT!

CONVERSELY,
LIGHT IS A SIMPLE
STATE OF
UNDARKNESS!

Yes?

A CLARITY OF
THOUGHT
UNPARALLELED!

NO, REX
ISN'T AFRAID OF THE DARK
"PER SE"...

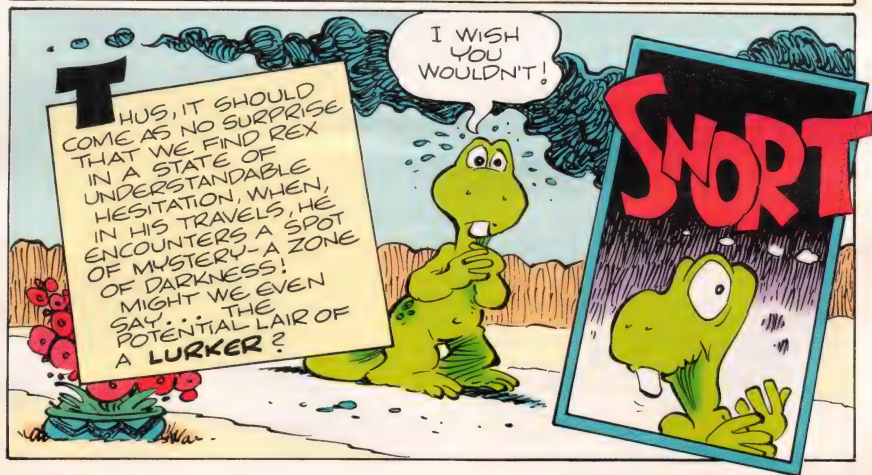
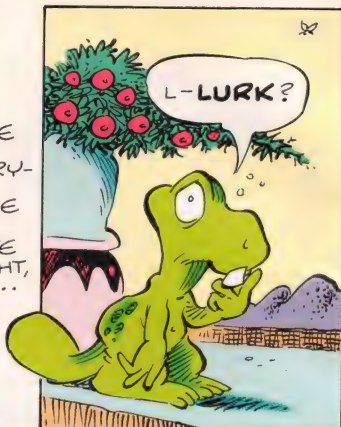
HA! NOT ME! ON A BRIGHT,
EFFERVESCENT DAY LIKE THIS,
A DAY FREE OF DEARIES
LOOMING PRESENCE- HO! HO!
HOW COULD I BE AFRAID
OF ANYTHING?

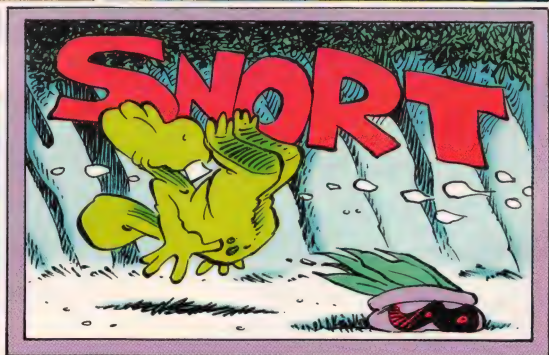
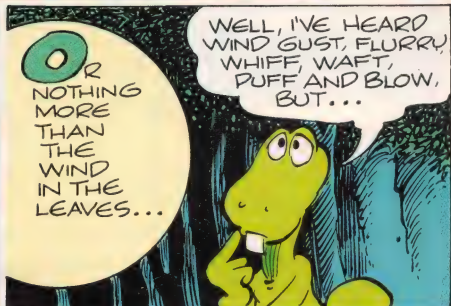
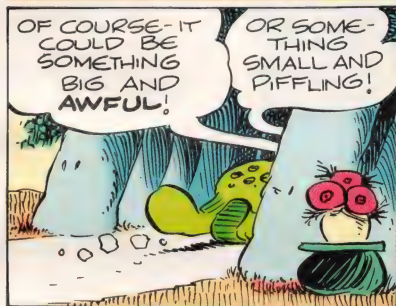
AH, BUT- REX
IS WARY OF
DARKENED
PLACES!

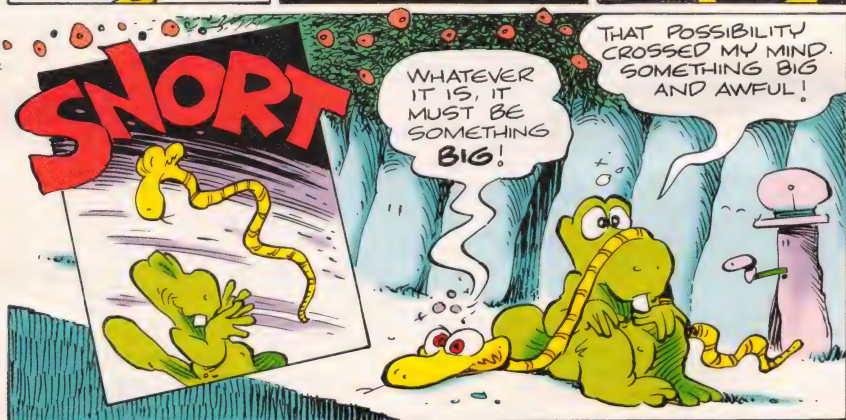
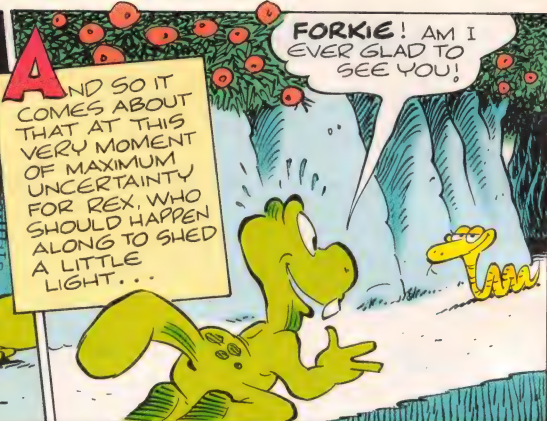


YES, A
DARKENED PLACE
IS AN INSTANT
SPOT OF MYSTERY-
A ZONE OF
UNCOMFORTABLE
POSSIBILITIES -
A PLACE WHERE
SOMETHING MIGHT,
SHALL WE SAY...

...LURK?









UH,
OH!

WHAT?
WHAT?



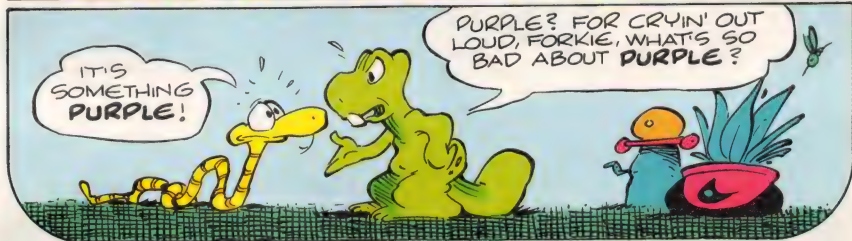
BRACE YOURSELF,
REX! THIS YOU
AIN'T GONNA
LIKE! I JUST
CAUGHT A
GLIMPSE OF
SOMETHING
MOVING IN
THERE!

YOU
MEAN
MOVING
AS IN
**LURK-
ING?**



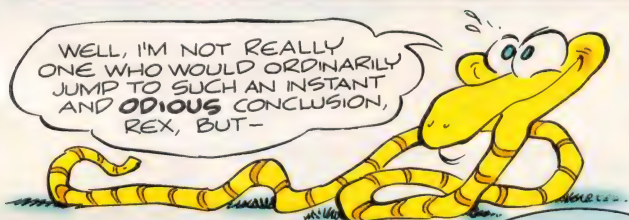
YOU GOT IT! AND IT WAS
BIG, TOO! BUT THAT AIN'T
THE WORST OF IT!

W-WHAT
COULD BE
WORSE?



IT'S
SOMETHING
PURPLE!

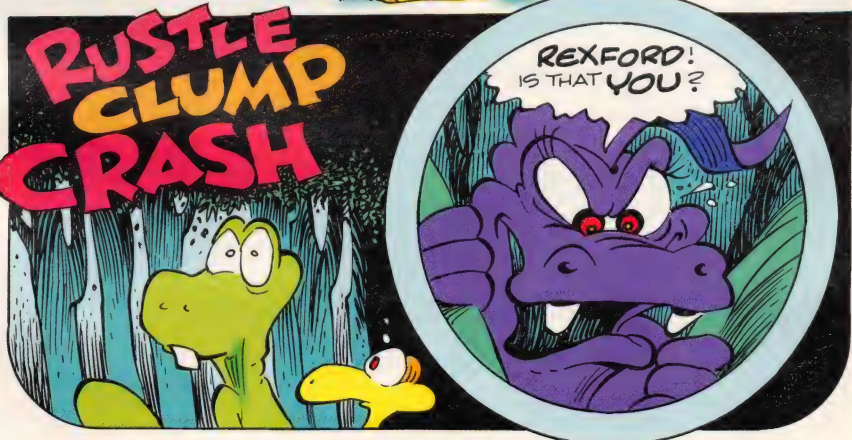
PURPLE? FOR CRYIN' OUT
LOUD, FORKIE, WHAT'S SO
BAD ABOUT **PURPLE**?



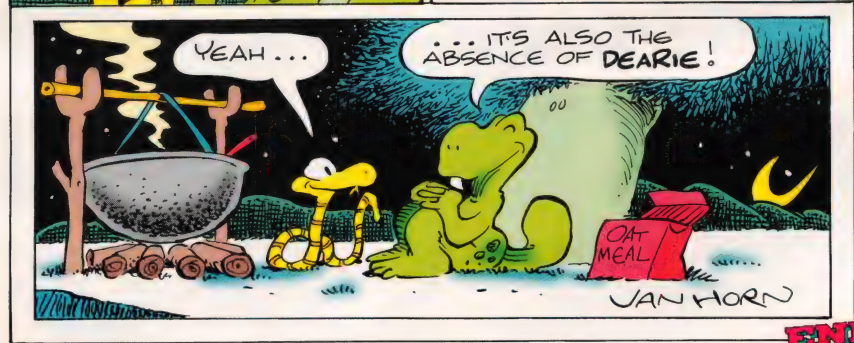
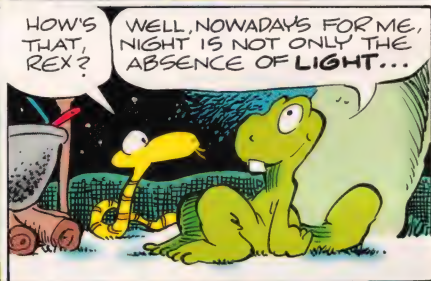
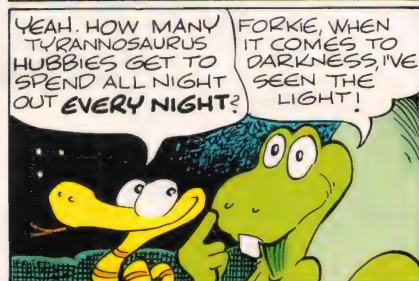
WELL, I'M NOT REALLY
ONE WHO WOULD ORDINARILY
JUMP TO SUCH AN INSTANT
AND **ODIOUS** CONCLUSION,
REX, BUT -



**RUSTLE
CLUMP
CRASH**



REXFORD!
IS THAT YOU?



END

Wow!

This is **Gregory • Benton**, D.A.'s kooky Junior Comics editor, introducing the **Junior Comics Zone**, a special section featuring comics drawn by you!

DISNEY ADVENTURES will feature a different one-page comic **each month**, and yours could be one of them!

So...what are you waiting for?
Let's go!

The Rules:

Open to readers ages 7-14. All submissions **must** state your name and age and **must** include a self-addressed, stamped envelope in order to be considered for the Junior Comic Zone. All comics **must** be no longer than one page and must fit on an 8 1/2" x 11" page. Selection of comics will be at the sole discretion of the editors. Comics selected may be revised prior to publication. If your comic is selected, you will be contacted by mail. All entries become the property of **DISNEY ADVENTURES** magazine and may not be returned.

Send all comics to:

Junior Comics Zone
DISNEY ADVENTURES
P.O. Box 861
New York, NY 10113-0861

I'm sound asleep, and in my dreams you're all sending me comics....



junior
COMICS
zone

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Video games, CD-ROMs, playing tips and more! ◀

COMIX ZONE

Players: One

System:

Genesis

Mission: You're a comic-book artist who must fight the villain you created.

Difficulty:

Brainer



Comix Zone is a truly interactive comic-book adventure—every drawing comes to life right on the game screen. ● You play comic-book artist Sketch Turner and are magically transported into your own comic book. ● Mortus, the villain you created, has entered the real world. ● You must find a way to get back home to stop him from taking over the world.

JUDGE DREDD

Players: One

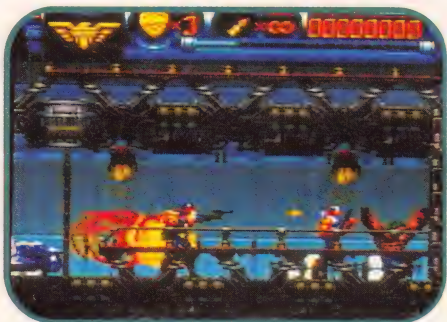
Systems:

Super NES/Genesis/
Game Gear

Mission: As Judge Dredd, the perfect law-enforcer, you must capture Rico before he takes control of Mega-City One.

Levels: 12

Difficulty: Megabrainier



The first seven stages are based on this summer's megahit movie starring Sylvester Stallone as Judge Dredd. ● The remaining five stages are taken from the pages of the *Judge Dredd* comic-book series. ● Get ready for nonstop action as you control Judge Dredd—he's judge and jury—battling futuristic enemies, including ABC Robot, Rico, and the Angel Gang.

THE POWER IS ON SNES

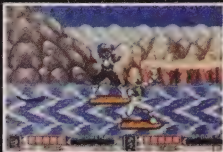
An Explosive Fighting
Action Adventure!

Featuring the
White Ranger™ and all
the new Power Rangers™



Morph into
action at the
touch of a button!

Seven levels of
non-stop combat!



Two-player
simultaneous action!
Special weapons and
devastating martial
arts moves!



**BAN
DAI**

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**COMING SOON: MIGHTY
MORPHIN POWER RANGERS
THE MOVIE FOR YOUR
NINTENDO GAME BOY®!**

R.B.I. BASEBALL '95

Players:

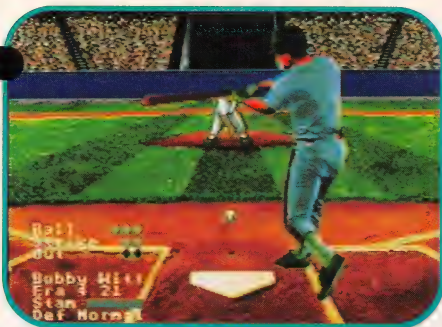
One or two

System:

Genesis 32X

Mission: Win the game!

Difficulty: Brainer



Play ball! Experience at-the-plate action with the extra-large batter/catcher playing view. ● This game's got all the real-life major-league players and their actual 1994 stats. ● Check out the live-action video clips between plays and innings. ● Manage your favorite team during a single game or a complete 162-game season, including the playoffs and world championship series. ● All 28 big-league stadiums are re-created for you to play in.

ANIMANIACS

Players:

One or two

Systems: Super NES/Genesis/Game Boy/Super Game Boy

Mission: Help Yakko, Wakko and Dot explore movie studios filled with traps and tricks as they search for movie memorabilia and missing movie scripts.

Stages: 7 (Super NES)/6 (Genesis)/5 (Game Boy)

Difficulty: Brainer



Be a maniac! You can control Yakko, Wakko or Dot. ● Each one has special abilities that you must use to overcome wacky obstacles. ● Each movie set you visit will be totally different, so be prepared for anything.

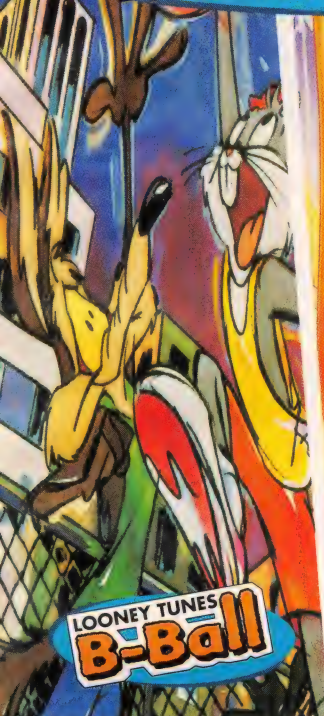
Month!

To instantly reach any level in Disney's *The Lion King* (Genesis version), go to the Options menu and press Right on the D-Pad, A button, A button, B button and then Start. *Hakuna Matata!*

Roger Soussou, 12
Wayne, New Jersey

Gamer's tip of the

TUNE IN TO THE LOONEY TUNES!



LOONEY TUNES
B-Ball



Speedy Gonzales
Los Gatos Bandidos



Porky Pig's
Haunted Holiday

Go crazy! Choose from regulation slam-dunkin' action or turn up the Wacky Meter for pie-in-your-face jammin' in *Looney Tunes B-Ball*! *Haunted Holiday* pits the world's most popular pig against ghosts, monsters and meanies in six shuddery worlds! Race around the globe with Speedy Gonzales, the fastest mouse in all of Mexico, in *Los Gatos Bandidos*! The Looney Tunes characters come alive!



**BUGS ZAPPER IN
LOONEY TUNES B-BALL!**



**MEXICAN JUMPING...MOUSE
IN LOS GATOS BANDIDOS!**



**PORKY GETS SPOOKED IN
PORKY PIG'S HAUNTED HOLIDAY!**

SUPER NINTENDO
entertainment inc.



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Acclaim
entertainment inc.

Card Shark

Play ball! Baseball's back, and so are baseball cards. Catch your favorite big leaguers in these hot sets!

1995 Leaf Baseball Series 1

Vital Stats: 262 cards with full-color photos and large, holographic silver-foil team names.

Feel the Stitching: If cardboard isn't enough for you, you'll love the embossed Statistical Standouts inserts. They feel like leather-stitched

baseballs. As a bonus, the signatures of players such as Kirby Puckett and Frank Thomas are stamped in gold on each card.

Sportflix Baseball 1995

Vital Stats: 170 cards featuring Pinnacle's exclusive lenticular animation—it keeps the players movin'.



Blastin' Baseball: The 3-D Detonators insert set shows off nine of the game's most explosive hitters.

Double Your Fun: One out of every 48 packs includes a Double Take insert card. The card is clear but features two players whose images shift when you wiggle it.

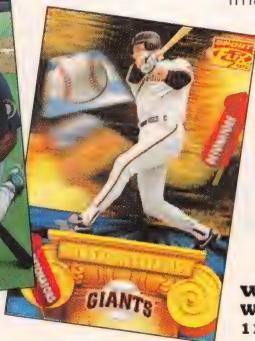
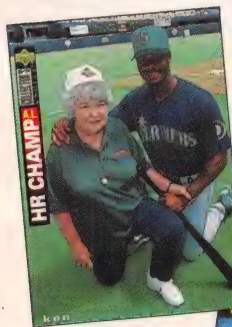
1995 Upper Deck Collector's Choice

Vital Stats: 530 interactive cards with large, full-color pics.

What's the Call: This five-card subset gives you a look at some of baseball's oddest rules and plays.

Crash the Game: Upper Deck's 20-card insert set returns to the diamond. Each card lists three game dates. If the pictured player homers on one of the dates, you win the 20-card set.

Above: Leaf Series 1. Far left: 1995 Upper Deck Collector's Choice. Left: Sportflix 1995.



What cards do you collect?
Write to **Card Shark, DISNEY ADVENTURES,**
114 Fifth Avenue, New York, NY 10011-5690

THE ACTION ADVENTURE MOVIE EVENT OF SUMMER '95

WATERWORLD

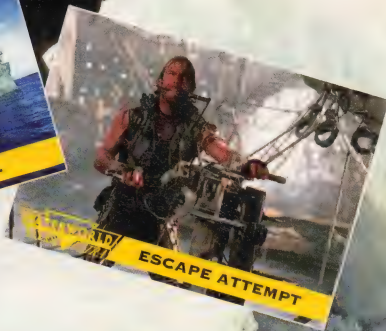
UNIVERSAL PICTURES PRESENTS
A MOVIE EXTRAVAGANZA THAT'S
FILLED WITH HEROES, VILLAINS,
ELABORATE WEAPONRY, HEART
STOPPING BATTLES AND
ADVENTURE!



MARINER



THE ATOLL



ESCAPE ATTEMPT

A SWASH-
BUCKLING
ACTION-PACKED
ADVENTURE MOVIE THAT
COMBINES REVOLUTIONARY
PRODUCTION DESIGN AND DYNAMIC
VISUAL EFFECTS. EACH RIVETING
SCENE IS SPLASHED ACROSS
THE SCREEN AND CAUGHT IN AN
ACTION-PACKED CARD SET FROM
FLEER.

WATERWORLD
FLEER ULTRA

SAIL JULY '95

ALL THE EXCITEMENT OF WATERWORLD IS
CAPTURED IN A DAZZLING CARD SET
FROM FLEER.

puzzles

.....● use your brain!.....

.....► eye bogglers

Can you recognize these common items this close up? Try to figure out what they are, and put your answers in the boxes.

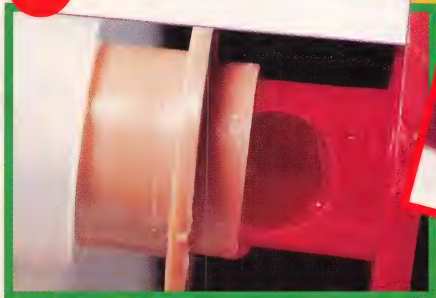


1



2

3



4



5



6



Check out this totally rad puzzle—all these words have the letters R-A-D in them. See if you can figure out what the words are and fill in the blanks.

1. Plays U2

R A D _ _ _

2. Extreme

R A D _ _ _ _

3. They cool cars

R A D _ _ _ _ _

4. A sub uses it to navigate

R A D _ _ _

5. To get an academic degree

_ R A D _ _ _ _

6. Red root with white insides

R A D _ _ _ _

7. Sends out rays

R A D _ _ _ _ _

8. An A+ is an excellent...

_ R A D _

9. Type of tire

R A D _ _ _ _



family matters •

▼
You've heard of an army of ants and a flock of birds. Can you figure out what these animals are called when they hang out in a group?



ANIMAL

Bears

Boars

Caterpillars

Eels

Foxes

Goldfish

Grasshoppers

Jackrabbits

Kangaroos

Lice

Rhinoceroses

Seals

Snakes

Turtles

GROUP NAME

Army

Bale

Bed

Cloud

Crash

Flock

Husk

Knot

Pod

Skulk

Sloth

Sounder

Troop

Troubling

Answers

Jackrabbits—Husk
Kangaroos—Troop
Lice—Flock
Rhinoceroses—Crash
Seals—Pod
Snakes—Knot
Turtles—Bale
Beats—Sloth
Boars—Sounder
Caterpillars—Army
Eels—Bed
Foxes—Skulk
Goldfish—Troubling
Grasshoppers—Cloud

FAMILY MATTERS

1. Radio
2. Radical
3. Radicals
4. Radar
5. Graduate
6. Radish
7. Radishes
8. Grade
9. Radial

RADI

1. Sport-bottle straw
2. Drain plug
3. Water-bottle spout
4. Funnel
5. Cup hook
6. Bread bag tie-clip

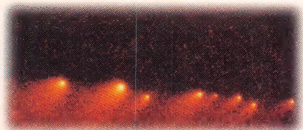
EYE BOGLERS

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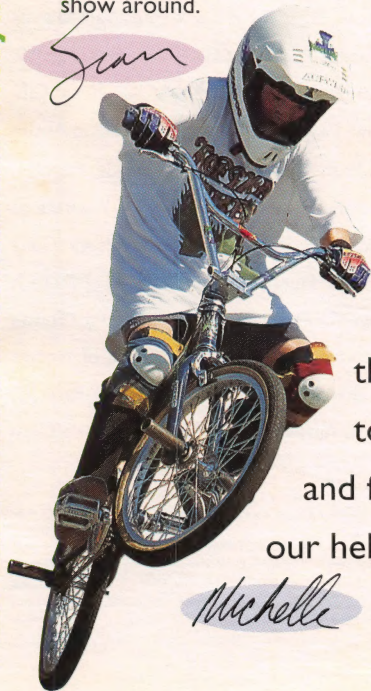
see you next month!

Are you fiercely



Some nights you can see hundreds of **shooting stars**—if you know where to look. We'll let you know how and when to catch the coolest light show around.

Sean



loyal like Flit or mischievous like

You asked for more on

Jonathan

Taylor

Thomas, and

you'll get it this fall! I went to the set of JTT's latest movie to talk to him.



Liz

Pocahontas? Take our quiz


They're called **extreme sports parks**, and

they're the gnarliest places to skateboard, in-line skate and freestyle bike. We put on our helmets and found the best!

Michelle

in the next issue of D.A.!

Phyllis

A muscular, green-skinned worm character with a large, segmented head and a long, orange, worm-like tongue. He is wearing a blue and yellow striped shirt and a blue belt. He is holding a red, cylindrical object in his right hand. The background is a light, textured grey.

Now You Can Eat Dirt On The Road.

The world's first two-fisted worm hits the road. EARTHWORM JIM™, winner of DIE-HARD GAME FAN'S GAME OF THE YEAR and ELECTRONIC GAMING MONTHLY'S GAME OF THE YEAR has wormed his way onto GAME BOY and GAME GEAR™. This is the tightest conversion from a 16 BIT to a hand-held ever. Now the head swinging, blaze blastin' action is totally mobile. SO YOU CAN EAT DIRT EVERYWHERE YOU GO.

trust no one. play it yourself.

EARTHWORM JIM™



GAME GEAR™



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(714) 962-1743

THE ULTIMATE MARVEL FANTASY CARD GAME!



This summer, Marvel's greatest heroes and villains come to life in the Marvel OverPower Card Game! This collectable card game from Fleer features stunning new artwork by the greatest artists in the industry.

Get ready...It's Clobberin' Time!

from **fleer**
entertainment group, inc.